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Editorial: Our February copy comes out late owing to the arrival in our family of my five weeks old daughter, Ann Debora. A reasonable excuse for lateness I hope.

We also expected to print "letterpress". The arrangement was made with one of our Christchurch subscribers, a linotype operator, who obtained permission to use the equipment of his firm and so to make possible printing at an economic rate. This permission was withdrawn when about one third of the February copy was typeset, convincing us once more that remote control arrangements are unsatisfactory. We will not enter again such negotiations.

Subscribers must also become accustomed to the idea that the magazine will not be printed but by the present process (multilith) for some time to come. To print it "letterpress" and not to make a loss, at least 500 subscribers are required. We have about 200 at the moment, a slight improvement over our immediate predecessor, but not sufficient. In fact had not Mr. Purdy rescued us by buying a substantial number of the World Championship Book (Nov-Dec 1963 copy) we would be very badly off.

Complimentary copies: we distribute several complimentary copies mainly to contributors and helpers. We will have to stop this. We would be glad if they would subscribe. Payment for contributions of local material: We will have to stop these also. There is no reason whatsoever as to why we should carry the whole burden of an uneconomic national magazine. In fact we would be extremely pleased to contribute articles free of charge if some other chess player in New Zealand would publish for us. Is there a volunteer?! We will willingly hand over the magazine if there is one.

Donations: We stress once again that we refuse to accept these. Would subscribers please stop sending them. We thank them for their expression of good intentions and apologise for our non-acceptance. Advertising: Readers will notice in next month's issue that the Annual Meeting of the New Zealand Chess Association called on clubs to advertise. This would help us. We will be grateful to clubs if they will endeavour to do so. So far only the Canterbury Chess Club supported us in this respect and without waiting for the N.Z.C.A.'s call.

Thanks: Our thanks go firstly to Stan Elmer who has typed this copy, to Rodney Phillips who acted as our Auckland representative to date, and to Richard Sutton who voluntarily took over this function. Last but not least we would mention Ian Mitchell, the President of the Auckland Chess League who made accessible to us records of the last Congress (scores and tables).

Editor.

Players Meeting  
Chess League and  
players' meeting

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win against Haase

THE 71st NEW ZEALAND CHESS ASSOCIATION CONGRESS

1963-64

Players Meeting Mr. I.R. Mitchell the President of the Auckland Chess League and Director of Play of the Congress opened the customary players' meeting at the Auckland Bridge Club in Airedale Street.

There were the usual discussions about timetable and procedure and the ceremonial opening of the Congress by the Deputy Mayor of Auckland, Mr. Glasse.

Championship Schedule An innovation was the playing of no more than one round a day in the championship and the extension of time control to 40 moves per 2½ hours.

One would expect this to have produced chess of a higher standard than in past Congresses, but it is doubtful whether this actually happened.

Many games were still lost on account of clock trouble and the number of blunders was still considerable. The "one round a day" however was appreciated by most competitors in the championship. The strain was much less than in the past.

Organisation This was excellent, Mr. Mitchell acted without reproach as D.O.P. This fact is even more significant when one considers the record entry in the Championship Reserve.

Mr. Mitchell was occasionally assisted by Messrs. J.H. McArthur, A. Lentz and B. Douglas.

Championship and the Players This tournament finished with a big surprise. Roger Court outdistanced the three top Aucklanders, Sarapu, Phillips and Sutton.

It happened once before that Sarapu did not win the championship, but this time there was not the slightest doubt that Court played the best chess. We have never seen him being so tenacious. He was out to win the event and he did it in grand style. A half a point behind Sarapu he met him in the last round and beat him with the Black pieces according to all rules of the art and game.

Let us be frank. Sarapu is still Sarapu, i.e. the best player in New Zealand. We doubt whether any other player in this country would do so well in Indonesia as he did, although impaired by health and climatic conditions. However even Alekhine did not win every event he played as world champion.

Phillips' play was slightly erratic. In some games he played excellent chess and in others his play was slightly colourless.

The same goes for Richard Sutton who evidently did not prepare well for the tournament.

Evans' score was slightly worse than last year but his play was much more mature.

Graham Haase played good chess, in fact better than his score shows. He was unlucky against Sarapu in the first round. He should have won on position but lost on time. We are now quite certain that his winning of the Championship in 1961-62 was not entirely accidental.

Frankel played better than last year although he had not prepared for the tournament. The only win against the champion and the award of the best game prize for it seems flattering indeed.

Steele's result is well deserved although somewhat surprising.

M. Bayertz is an old campaigner. He produced a beautiful win against Haase.

Halpin and Cooper The joint winners of the Championship Reserve last year did more or less as expected. In our opinion both are talented players, but a bit of imagination would do no harm to either of them, especially Halpin. He is far too solid.

Charlie Belton who twice won the North Island Championship without the loss of a game, was the great disappointment of the tournament. He was obviously badly out of form and his mind was not on the game. Very seldom did he take a half an hour on his clock. It is difficult to score in this way.

### The Championship Round by Round

Round One Already several surprises. R. Court beat the reigning joint champion Sutton in a good game.

G. Haase obtained a winning position against Sarapu and managed to lose on time.

R. Phillips was lucky to escape with a draw against Steele.

In the remaining games, Cooper lost to Frankel, Evans beat Baeyertz and Halpin beat Belton.

Scores after each round are shown in the progress score table.

Round Two There were no surprises. Court beat Haase, Sarapu beat Halpin, Sutton beat Frankel, Phillips beat Cooper, Evans beat Steele, and Belton-Baeyertz was drawn. The last game had been a comedy of errors seldom occurring on New Zealand championship level.

Round Three Cooper beat Evans, the latter blundering badly. Court beat Halpin, Sarapu beat Baeyertz, Steele mated Belton on move 19. Phillips beat Frankel and Sutton beat Haase. Sarapu and Court were the leaders after three rounds.

Round Four Evans-Frankel was a game of changing luck. The latter obtained a much better position in the Alekhine but went from bad to worse and lost. Sutton-Phillips was the most interesting game of the round. The opening was a Dutch Defence. Sutton had the edge but Phillips defended stubbornly and a draw was agreed on move 64. Haase mated Halpin on move 17. Sarapu-Steele was a "variation" of the Alekhine which Steele specially prepared after home analysis with Graham Haase. The variation was a known book trap in which not White but Black loses a piece for no adequate compensation. Steele convinced himself that this is a slightly exaggerated handicap against Sarapu and resigned on the 20th move. Court beat Baeyertz and Cooper beat Belton.

Round Five R. Phillips played well against Evans' King's Indian, winning convincingly.

Cooper lost on time to Sarapu in a drawn position which however required exact calculation on his part. He failed to find the correct continuation within the time available. In spite of that the game was probably one of the best Sarapu played in this event from the psychological or technical point of view. He created the complications out of nothing with few pieces left on the board. Halpin sprung a surprise drawing against Sutton and even threatening to win at one stage. Baeyertz-Haase was the most interesting game in this round. Baeyertz scored a well deserved and brilliant win.

Court beat Steele and Frankel beat Belton in an interesting end-game.

Round Six Sarapu beat Frankel in a Dutch Defence after the latter's indifferent play in the opening against superior handling of it by the former. Court beat Cooper, Haase beat Steele, Phillips beat Belton, Sutton-Evans and Halpin-Baeyertz were drawn.

Sarapu and Court  
It was now fairly clear  
Round Seven A major  
game on page 55).

Phillips and Sarapu  
after 40 moves. Sarapu  
and found later that

Sutton-Baeyertz  
Cooper-Haase 0-1:  
Phillips and Court a  
Round Eight Court  
couple of indifferent  
play which gave him

Haase had pressed  
with the Black piece  
time trouble and lost  
lost to Steele, Halpin  
Sarapu and Court were  
fighting for third place  
Round Nine Evans  
managed to obtain the  
age and a draw was a  
trouble.

Phillips beat Steele  
Sutton beat Steele  
Halpin was the short  
Round Ten Halpin  
on this day.

Sarapu beat Steele  
drawing combination.  
won. Steele beat  
Baeyertz.

Sarapu was leading  
They were meeting each  
expected Sarapu to lead  
Round Eleven The

1963-64 Championship  
Court played the Black  
chose the Steinitz Defence  
position seemed the best  
He had the "two Bishop"  
After the adjournment  
gradually improved his  
seemed to have obtained  
find the best move  
proceeded brilliantly  
a piece, a forced sacrifice  
The game lasted ten  
the kind of chess which  
ively this dramatic

Belton drew with  
tournament. Frankel  
opening. Steele attempted  
to reach a draw  
Evans beat Halpin  
Following are the

Sarapu and Court were leading, and Phillips followed them closely. It was now fairly clear that one of these three would be the champion. Round Seven A major surprise was Frankel's win against Court (see game on page 55).

Phillips and Sarapu agreed to a draw in an adjourned position after 40 moves. Sarapu accepted Phillips' offer rather hastily and found later that he had considerable winning chances.

Sutton-Baeyertz 1-0: Evans-Belton 1-0: Steele-Halpin 1-0: Cooper-Haase 0-1: Sarapu was now the sole leader followed by Phillips and Court a half a point behind.

Round Eight Court had a lost position against Phillips, but a couple of indifferent moves on his part permitted Court sparkling play which gave him a pretty win.

Haase had pressure against Frankel playing the Pirc Defence with the Black pieces. The latter finally blundered two pawns in time trouble and lost the ending. Sutton beat Belton, Baeyertz lost to Steele, Halpin-Cooper was a 75 mover and ending in a draw. Sarapu and Court were again equal, while Phillips and Sutton were fighting for third place.

Round Nine Evans played the Evans Gambit against Court. Court managed to obtain the superior position. He threw away his advantage and a draw was agreed when both players were in severe time trouble.

Phillips beat Haase easily and so did Sarapu against Belton. Sutton beat Steele and Baeyertz beat Cooper. Frankel's win against Halpin was the shortest game of the tournament. It lasted 15 moves.

Round Ten Halpin missed a draw against Phillips who was indisposed on this day.

Sarapu beat nicely Sutton after the latter failed to find a drawing combination. Haase had Evans in all sorts of trouble and won. Steele beat Cooper, Court beat Belton and Frankel beat Baeyertz.

Sarapu was leading with 9 points, followed by Court with 8½. They were meeting each other in the next and last round. Very few expected Sarapu to lose the title but.....

Round Eleven The most dramatic round of the tournament. The 1963-64 Championship was being decided between Court and Sarapu. Court played the Black pieces and in reply to Sarapu's opening moves chose the Steinitz Defence Deferred. In the first phase Court's position seemed the weaker one, but the appearance was deceptive. He had the "two Bishops" and his King position and centre were safe. After the adjournment (in the Auckland Chess Club Rooms) Court gradually improved his already better game and suddenly again Sarapu seemed to have obtained good play. At one stage he did not, however, find the best move (suggested later by Rodney Phillips) while Court proceeded brilliantly. He opened the position for his Bishops, won a piece, a forced Sarapu's resignation when mate was unavoidable. The game lasted ten hours. Court merited his success. He played the kind of chess which deserves to win. We have annotated extensively this dramatic game. (see page 39)

Belton drew with Haase, missing his only winning chance in the tournament. Frankel and Steele played an interesting Queen's Pawn opening. Steele attacked strongly but White defended and counter-attacked to reach a drawn position.

Evans beat Halpin, Sutton beat Cooper and Phillips beat Baeyertz. Following are the tables of results.

NEW ZEALAND CHAMPIONSHIP 1963-64

	Court	Sarapu	Phillips	Sutton	Evans	Frankel	Haase	Steele	Baeyertz	Cooper	Halpin	Belton
1	Court	X	1	1	1	0	1	1	1	1	1	1
2	Sarapu	0	X	1	1	1	1	1	1	1	1	1
3	Phillips	0	0	X	1	1	1	1	1	1	1	1
4	Sutton	0	0	0	X	1	1	1	1	1	1	1
5	Evans	0	0	0	0	X	1	1	1	1	1	1
6	Frankel	1	0	0	0	0	X	1	1	1	1	1
7	Haase	0	0	0	0	1	0	X	1	1	1	1
8	Steele	0	0	0	0	1	1	0	X	1	1	1
9	Baeyertz	0	0	0	0	0	1	0	0	X	1	1
10	Cooper	0	0	0	1	0	0	0	0	0	X	1
11	Halpin	0	0	0	0	0	0	0	0	0	0	X
12	Belton	0	0	0	0	0	0	0	0	0	0	0

Tied players are in alphabetical order

Progress round by round

	1	2	3	4	5	6	7	8	9	10	11	12	Points	Place
1	R. Court	X	1	1	1	1	0	1	1	1	1	1	9 1/2	1
2	G. Haase	0	X	1	0	1	1	0	1	1	0	0	5 1/2	6-7
3	B. Halpin	0	0	X	1	0	0	0	0	1	0	0	2 1/2	10-11
4	R. Baeyertz	0	1	0	X	0	0	0	0	0	0	0	3	9
5	K. Steele	0	0	1	1	X	1	0	1	1	0	0	5	8
6	N. Cooper	0	0	0	0	0	X	0	1	1	0	0	2 1/2	10-11
7	Z. Frankel	1	0	0	1	1	1	X	0	0	0	0	5 1/2	6-7
8	J. Phillips	0	1	1	1	1	1	0	X	1	1	1	8 1/2	3
9	C. Evans	1	0	1	1	0	0	1	0	X	1	1	6 1/2	5
10	C. Belton	0	1	0	1	0	0	0	0	0	X	0	1	12
11	O. Sarapu	1	1	1	1	1	1	1	1	1	0	0	9	2
12	R. Sutton	0	1	1	1	1	1	1	1	1	0	X	7 1/2	4

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VISITORS WELCOME.

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## CHAMPIONSHIP RESERVE TOURNAMENT

### The Tournament of the Schoolboys

Readers will notice in our sub-heading the accent on "schoolboys". The reason for designating the event in this way is the relatively large number of young players participating. This in itself is an encouraging factor as far as New Zealand chess is concerned, but even more encouraging is the quality of play of these boys. It is true that not all their games are always mature, and sometimes they reveal the temperament of youth as well as lack of prudence, but on other occasions imagination and brilliance are the characteristic features. We will select a few of these games for publication in future issues. As mentioned before, the entry for this year's Championship Reserve was a record. Of the 38 entrants at least 9 are between fifteen and twenty years of age and a few are under fifteen. The following deserve special mention. R. Metge of Auckland is undoubtedly the most promising of them. He is under 14 years of age. He is better in defence than in attack. His opening play is faultless. Turner, this year's Schoolboys champion, is perhaps stronger than Metge. The two Christchurch boys, Anderson and Wilkinson, might be one day strong contenders for the New Zealand Championship. The latter's play is less spectacular but deeper than Anderson's. I.R. Gordon of Wellington is already a strong player but does not manage his clock very well, a deficiency which no doubt he will try to correct. R. Taylor, McGowan-Green, C. Harvie, D. Stewart, are full of ideas and keen students of the game.

First two placings in the tournament were not a surprise. B. Howard and D. Cooper of Auckland have been the favourites. The latter won the event on a previous occasion and the former was highly placed a few years ago. The fact that Howard did not lose a single game speaks for itself, although we would say that R. Metge had him in trouble from which he luckily escaped. B. Anderson was slightly more consistent than the rest of the schoolboys and emerged third. A creditable achievement after his first round loss to Cooper. We have spoken already of Metge who came fourth. Wilkinson and Weatherley did well to tie for 5-6-7 places with Kay, a strong player.

There is only two points difference between these and the 27th place getter. Several names, however, are worth mentioning, apart from those which have already been named. N. Cruden and O. Ball although out of practice have been playing good chess. G. Trundle, and a former joint champion of Wellington, O. Thomson, have not struck their best form. The same goes for R. Wilkin. Mrs. Frankel, the only woman in the tourney, did as well as could be expected in such a strong company. Terry Free, a completely blind player, was brilliant in some games and erratic in others. A. S. Hollander, is a natural player; some book work might improve his results.

Again there is only a difference of two points between the 27th and 36th player. As usual in such a large tournament, several players would be out of their class.

Following are charts of results.

NEW ZEALAND CHAMPIONSHIP RESERVE 1963-64

	1	2	3	4	5	6	7	8	9	10	11	total points
1 Howard, B.	12w	17w	23w	10w	8d	2w	5w	4d	9w	3d	11w	9½
2 Cooper, D.	3w	33w	13w	5d	10w	1L	4L	15w	7w	9w	8w	8½
3 Anderson, B.	2L	38w	33w	19w	13L	22w	8w	14d	10w	1d	5w	8
4 Metge, R.	38w	6d	8L	28w	16w	13w	2w	1d	5L	20w	9d	7½
5 Wilkinson, A.	28d	24w	15w	2d	21w	8w	1L	9d	4w	11d	3L	7
6 Kay, B.	36w	4d	25d	13d	14w	9L	7d	8d	20d	16w	18w	7
7 Weatherley, R.	19w	22L	14L	29w	25w	15d	6d	16w	2L	24w	13w	7
8 Whitehouse, L.	26d	9w	4w	16w	1d	5L	3L	6d	15w	10w	2L	6½
9 Gordon, I.	25d	8L	27w	30w	20w	6w	11w	5d	1L	2L	4d	6½
10 Cruden, N.	35w	28w	22w	1L	2L	21w	14d	13w	3L	8L	19w	6½
11 Turner, G.	30w	23L	21L	33w	24w	18w	9L	22w	14w	5d	1L	6½
12 McG. Green, E.	1L	37d	31L	26w	27L	28w	35w	17d	34w	15d	20w	6½
13 Hollander, A.	32w	14w	2L	6d	3w	4L	23w	10L	19d	25w	7L	6
14 Wilkin, R.	20w	13L	7w	22w	6L	23w	10d	3d	11L	18L	26w	6
15 Ball, O.	17w	18d	5L	23d	19w	7d	34w	2L	8L	12d	22w	6
16 Gloisten, B.	34w	27d	18w	8L	4L	35w	20d	7L	17w	6L	30w	6
17 Mrs. Frankel	15L	1L	36w	34w	22L	25w	29d	12d	16L	33w	24w	6
18 Morrison, M.	37w	15d	16L	35w	23d	11L	19L	36w	33w	14w	6L	6
19 Mills, R.	7L	32w	24w	3L	15L	27w	18w	20L	13d	36w	10L	5½
20 Harvey, G.	14L	36w	35d	31w	9L	30w	16d	19w	6d	4L	12L	5½
21 Trundle, G.	23L	29w	11w	25w	5L	10L	22L	33L	32d	31w	28w	5½
22 Free, T.	31w	7w	10L	14L	17w	3L	21w	11L	24L	34w	15L	5
23 Hart, B.	21w	11w	1L	15d	18d	14L	13L	24L	29w	26L	33w	5
24 Taylor, R.	29w	5L	19L	27d	11L	26d	25w	23w	22w	7L	17L	5
25 Arbuthnott, J.	9d	26w	6d	21L	7L	17L	24L	37w	27w	13L	34w	5
26 Ponimoni, M.	8d	25L	30L	12L	29w	24d	27w	34L	36w	23w	14L	5
27 Thomson, O.	33L	16d	9L	24d	12w	19L	26L	38w	25L	37w	32w	5
28 Woodford, R.	5d	10L	37w	4L	30L	12L	38w	35w	31L	29w	21L	4½
29 Bateman, G.	24L	21L	32w	7L	26L	37w	17d	30w	23L	28L	35w	4½
30 Saker, E.	22L	30d	12w	20L	35L	33L	37w	32L	28w	21L	38w	4½
31 Smith, T.	13L	19L	29L	37w	34L	38w	36L	31w	21d	30w	27L	4½
32 Stewart, D.	27w	2L	3L	11L	36L	31w	30w	21w	18L	17L	23L	4
33 Beutner, W.	16L	35L	38w	17L	32w	36w	15L	26w	12L	22L	25L	4
34 Gardner, Dr.	11L	31d	26w	9L	28w	20L	33L	29L	38w	32L	16L	3½
35 Hignett, A.	10L	34w	20d	18L	31w	16L	12L	28L	37L	38w	29L	3½
36 Taylor, L.	6L	20L	17L	38w	33w	34L	32w	18L	26L	19L	37L	3
37 Collins, B.	18L	12d	28L	32L	38L	29L	31L	25L	35w	27L	36w	2½
38 Burdett, D.	4L	3L	34L	36L	37w	32L	28L	27L	30L	35L	31L	1

	Round
1	L. Whitehouse
2	D. Cooper
3	B. Howard
4	N. Cruden
5	J. Arbuthnott
6	G. Trundle
7	G. Turner
8	A. Wilkinson
9	B. Kay
10	O. Ball
11	O. Thomson
12	R. Weatherley
13	A. Hollander
14	R. Wilkin
15	T. Free
16	B. Gloisten
17	M. Morrison
18	R. Metge
19	R. Taylor
20	M. Ponimoni
21	B. Anderson
22	E. McG. Green
23	A. Hignett
24	I. Gordon
25	B. Hart
26	D. Gardiner
27	R. Woodford
28	L. Taylor
29	Mrs. Frankel
30	D. Stewart
31	R. Mills
32	T. Smith
33	C. Harvey
34	E. Saker
35	W. Beutner
36	B. Collins
37	D. Burdett
38	G. Bateman

Tied players are in Solkoff Order (a system of breaking ties in which the sum total of scores of all opponents is taken into account irrespective of results of individual games. The system is named after Ephraim Solkoff a known figure in U.S.A. chess administration.) The breaking up calculation was done by Mr. I. Mitchell the D.O.P., and Mr. J.H. McArthur of Auckland.

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Progress round by round

Round	1	2	3	4	5	6	7	8	9	10	11	Place
1 L. Whitehouse	1/2	1 1/2	2 1/2	3 1/2	4	4	4	4 1/2	5 1/2	6 1/2	6 1/2	8
2 D. Cooper	1	2	3	3 1/2	4 1/2	4 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	2
3 B. Howard	1	2	3	4	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	1
4 N. Cruden	1	2	3	3	3	4	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	10
5 J. Arbutnott	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	11 1/2	25
6 G. Trundle	0	1	2	3	3	3	3	3 1/2	4 1/2	5 1/2	6 1/2	21
7 G. Turner	1	1	1	2	3	4	4	5	6	7	8	11
8 A. Wilkinson	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	11 1/2	5
9 B. Kay	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	6
10 O. Ball	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	15
11 O. Thomson	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	27
12 R. Weatherley	1	1	1	2	3	3 1/2	4	5	6	7	8	7
13 A. Hollander	1	2	2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	13
14 R. Wilkin	1	1	2	3	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	14
15 T. Free	1	2	2	2	3	3	4	5	6	7	8	22
16 B. Gloisten	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	16
17 M. Morrison	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	18
18 R. Metge	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	4
19 R. Taylor	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	24
20 M. Ponimoni	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	11 1/2	26
21 B. Anderson	0	1	2	3	4	5	6	7	8	9	10	3
22 E. McG. Green	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	12
23 A. Hignett	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	35
24 I. Gordon	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	11 1/2	9
25 B. Hart	1	2	2	2	3	3	3	4	4	5	6	23
26 D. Gardiner	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	30
27 R. Woodford	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	11 1/2	28
28 L. Taylor	0	0	0	1	2	3	3 1/2	4	4	5	6	36
29 Mrs. Frankel	0	0	1	2	2	3	3 1/2	4	4	5	6	17
30 D. Stewart	1	1	1	1	1	2	3	4	4	4	4	33
31 R. Mills	0	0	2	2	2	3	4	4	4 1/2	5 1/2	6 1/2	19
32 T. Smith	0	0	0	1	2	3	4	5	6	7	8	32
33 C. Harvey	0	1	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	20
34 E. Saker	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	31
35 W. Beutner	0	0	1	1	2	3	4	5	6	7	8	34
36 B. Collins	0	1 1/2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	7 1/2	8 1/2	9 1/2	10 1/2	37
37 D. Burdett	0	0	0	0	1	1	1	1	1	1	1	38
38 G. Bateman	0	0	1	1	1	2	2 1/2	3 1/2	4 1/2	5 1/2	6 1/2	29

(continuation from page 34).

Consecutive Winners of  
N.Z. Chess Championship.

O. Sarapu	4	times	1952-55
O. Sarapu	2	"	1960-61
J.B. Dunlop	3	"	1921-23
J.B. Dunlop	2	"	1939-40
F.V. Siedeberg	2	"	1892-93
R.J. Barnes	2	"	1897-98
W.E. Mason	2	"	1911-12
A.W.O. Davies	2	"	1927-28
R.G. Wade	2	"	1944-45
T. Levlikmann	2	"	1946-47
J.R. Phillips	2	"	1957-58

Court's win added a new name to the "Rook" the impressive New Zealand Championship Trophy. Following is a list of previous champions compiled by Mr. George Trundle of Auckland, as well as some of the interesting Championship statistics.

A Record of winners of New Zealand Chess Championships from 1879 to 1964. Taken from engravings on the "Silver Rook" presented by the New Zealand Chess Association.

1879 H. Hookham	1913 J.C. Grierson	1940 J.B. Dunlop
1889 A.M. Olliver	1914 W.E. Mason	1941 P. Allerhand
1890 H. Hookham	1915 F.K. Kelling	1942-1943 no contest:
1891 R.J. Barnes	1916-1919 no contest:	(World War Two)
1892 F.V. Siedeberg	(World War One)	1944 R.G. Wade
1893 F.V. Siedeberg	1920 W.E. Mason	1945 R.G. Wade
1894 J. Edwards	1921 J.B. Dunlop	1946 T. Lepviikmann
1895 W. Mackay	1922 J.B. Dunlop	1947 T. Lepviikmann
1896 W. Meldrum	1923 J.B. Dunlop	1948 R.G. Wade
1897 R.J. Barnes	1924 S. Crakanthorp	1949 A.E. Nield
1898 R.J. Barnes	1925 C.J.S.Purdy	1950 P. Allerhand
1899 R.A. Cleland	1926 S. Crakanthorp	1951 D.I. Lynch
1900 W.E. Mason	1927 A.W.O. Davies	1952 O. Sarapu
1901 D. Forsyth	1928 A.W.O. Davies	1953 O. Sarapu
1902 R.J. Barnes	1929 J.A. Erskine	1954 O. Sarapu
1903 J.C. Grierson	1930 G. Gundersen	1955 O. Sarapu
1904 W.E. Mason	1931 A.W. Gyles	1956 F.A. Foulds
1905 A.W.O. Davies	1932 G. Gundersen	1957 J.R. Phillips )
1906 R.J. Barnes	1933 M.E. Goldstein	A. Feneridis )
1907 W.S. Viner	1934 J.B. Dunlop	1958 J.R. Phillips )
1908 A.W.O. Davies	1935 J.A. Erskine	1959 F.A. Foulds )
1909 F.K. Kelling	1936 A.W. Gyles	B. Menzies )
1910 J. Mason	1937 H.R. Abbott	1960 O. Sarapu
1911 W.E. Mason	1938 S. Hindin	1961 O. Sarapu
1912 W.E. Mason	1939 J.B. Dunlop	1962 G.G. Haase
		1963 O. Sarapu )
		R.J. Sutton )
		1964 R.A. Court

Multiple Winners of N.Z. Chess Championship

Player	Times	From	To	12 year period
O. Sarapu	7	1952	1963	
J.B. Dunlop	6	1921	1940	
W.E. Mason	6	1900	1920	
R.J. Barnes	5	1891	1906	
A.W.O. Davies	4	1905	1928	
R.G. Wade	3	1944	1948	
H. Hookham	2	1879	1890	
F.V. Siedeberg	2	1892	1893	
J.C. Grierson	2	1903	1913	
F.K. Kelling	2	1909	1915	
S. Crakanthorp	2	1924	1926	
G. Gundersen	2	1930	1932	
J.A. Erskine	2	1929	1935	
A.W. Gyles	2	1931	1936	
T. Lepviikmann	2	1946	1947	
P. Allerhand	2	1941	1950	
J.R. Phillips	2	1957	1958	
F.A. Foulds	2	1956	1959	

( Continued on page 33)

The following prize.

King's Gambit

1. PK4
2. PKB4
3. QB3  
The Breyer Gambit late 19th century revived by the b... The move has two... Firstly it stren... on KB7, one of t... the King's Gambi... it controls the... prevents at leas... by Black. The... countered by Bla... age to White.
3. ....  
Best, developi... threatening NQ5... on the next move... not good because... 5. PxP, QB3: and... not move the Que... exchange but con... and if 6...., QxQ... advantage in dev... the pawn minus... 8. NQ5, BQ1: 9. NxN: 11. PxN, O-... better game. (Br... 4. PQB3  
Breyer recomme... would be answe... 4...., PQ4 (Keres... is not bad.
4. ....  
Preparing PQ4.
5. PQ4,
6. PK5
7. BN5?!
- I played a pre... which I found in... on openings and i... a game Spielman... where this move... It involves a s...
7. ....
8. KB1  
Winning the ex... would be after 9

BEST GAME PRIZE - ROUND SEVEN

The following game received the N.Z. Chess Association best game prize.

King's Gambit Accepted - Breyer Variation, Frankel - Court.

(Notes by Frankel)

1. PK4                      PK4  
 2. PKB4                    PxP  
 3. QB3                      .....,

The Breyer Gambit played in the late 19th century by Charousek and revived by the brilliant Breyer. The move has two underlying ideas. Firstly it strengthens the attack on KB7, one of the objectives of the King's Gambit, and, secondly, it controls the Q5 square and prevents at least temporarily PQ4 by Black. The opening if correctly countered by Black yields no advantage to White.

3. ....,                      NKB3  
 Best, developing a piece and threatening NQ5 which White prevents on the next move. 3...QR5ch is not good because of 4. PKN3, PxP: 5. PxP, QB3: and now White does not move the Queen in order to avoid exchange but continues with 6. NB3 and if 6...., QxQ: 7. NxQ and White's advantage in development is worth the pawn minus, e.g. 7...BK2: 8. NQ5, BQ1: 9. PQN3, NKB3: 10. BQN2, NxN: 11. Pxn, 0-0: 12. PQ6, with the better game. (Breyer's Analysis).

4. PQB3                      .....,  
 Breyer recommends 4. NK2 which would be answered strongly by Black 4...., PQ4 (Keres). However 4. QxP is not bad.

4. ....,                      NKB3  
 Preparing PQ4.

5. PQ4,                      PQ4  
 6. PK5                      NK5  
 7. BN5?!                    .....,

I played a prepared variation which I found in Keres' textbook on openings and in which he gives a game Spielman-Moeller, 1920, where this move had been played. It involves a Queen sacrifice.

7. ....,                      QR5ch  
 8. KB1                      PN4  
 Winning the exchange by 8...NN6ch. would be after 9. Pxn, QxR: 10. BxP

etc, in White's favour (Tartakover).  
 9. NQ2                      .....,  
 Other moves such as PKN3 or QK2 are now to Black's advantage. The sacrifice is practically forced.

9. ....,                      BKN5  
 Wins the Queen. BKB4 is however safer (Euwe and Keres) Court's play is understandable; who would not capture "her majesty" having the possibility to do so.

10. NxN                      BxQ  
 11. NB6ch                    KQ1  
 12. NxB                      QR3

Keres' textbook gives only the first ten moves (as above) of the game Spielman-Moeller and says that White obtained a strong attack. It was easy to find the next two moves but it is not so easy to see how to continue from here and I did not know the game mentioned by Keres. The next four moves which are identical with the Spielman-Moeller game were found in home analysis.

At this stage I heard a whisper in the tournament room that "Frankel is nuts." The three Auckland giants, Sarapu, Phillips and Sutton exchanged ironic smiles when I said that the variation is mentioned as favourable for White by Keres. One must mention that this sort of discussions usually take place during games. As everybody knows they do no harm to anyone. Charlie Belton who was not doing so well in this tournament said to me the following: "If I had your confidence I would have had more than half a point." (his score at this stage.)

13. PKR4!                    .....,  
 On the evening after the game

we discovered among Rodney Phillips' books that the game Spielman-Moeller is published in Spielman's book "The Art of Sacrifice in Chess" and in "500 Master Games" by Tartakover and Du Mont. I was thrilled to see that during home analysis I found the same continuation as Spielman played. Following is Spielman's comment on this move. "The point. Black certainly has the Queen for Knight and Bishop but the text move completely shatters his Pawn formation, so that he cannot avoid losses in pawns. In the sequel the Black pieces lose their hold, whilst the White pieces proportionately gain in efficiency. The White pieces will find points of attack and act in concert; not so the Black pieces. The White King is in safety, the Black King will only find refuge by complicated manoeuvres. Finally the Black Queen thanks to the inflexible firmness of White's Pawn formation, will not find a worthy occupation for a long time to come and will have to be thankful to escape from the attention of her tormentors, the White minor pieces." (our underlinings - Z.F.) This is a masterly piece of positional analysis by one of the greatest attacking players.

Spielman continues to point out that on these grounds he decided upon the sacrifice and as the sequel of his game with Moeller shows, he was correct (see below). He proceeds to point out the psychological aspects of a sacrifice, namely its causing of a disorganisation and lack of play in the opponent's game.

13. ...., BK2  
If 13...., NK2 in order to save the centre pawn, then 14. BQ3 and Black's Queen is in danger. Spielman gives here another masterpiece of analysis of chess psychology. "In such positions - he says - analysis is not practicable on account of the wide ramifications of various possibilities; examination would lead too far. The greater are

the attacker's chances over the board (underlined by Z.F.) who can always reckon with the probability that his adversary will not consistently hit upon the strongest move." How true! The Spielman-Moeller game confirmed this as well as the present game. This is even more accentuated by the fact that Court played in this tournament his best chess ever and yet in this game he seems helpless.

14. NxNP .....  
Threatening to win the Queen.

14. ...., QN3  
15. NxQP .....  
Tartakover says captured literally "in passing."

15. ...., BxN  
16. PxB .....  
So far as in the Spielman-Moeller game. On the next move Black's play deviates from the Spielman-Moeller game.

16. ...., QxP  
Better than QB7 as in the Spielman-Moeller game as pointed out by Spielman himself, who up to White's 17th gives what actually happened in our game as best play for White and Black.

17. NxKBP! .....  
Not BxP because of QB4 threatening NK2. The text move wins another tempo.

17. ...., KB1  
Practically forced.  
18. BQ3 .....  
There is nothing more to do on the Q Wing

18. ...., PQR3  
19. BK3 .....  
At this stage Ortvin Sarapu took a breather from his game - he was playing Phillips - and peeped on our board. I was waiting for Court's move and took a walk over the room. I noticed Ortvin's astonishment and to a certain extent satisfaction about his mistaken appreciation of the Queen sacrifice. I knew why he was pleased...; Court was his most dangerous rival for the title

at this stage. could have won by Rx P, but did exchange Rooks 19. ....,

O. Sarapu in game in the "New writes: "Court this move and But even this the outcome of QR is out of pla fair comment. position at home game and found t seemed to me bes sides. 18...., KQ 20. RR6, NK2: 21 22. NQ5, KR2: 23 24. NB6, PN3: 25 26. QRR1, and B are bleak in vie position of Whit and strong centr there is life... loses the Queen

20. NQ5,  
No matter wher she is lost as t verify by transpo moves.

21. RR3  
22. NK7ch  
23. BB5  
Wins back the and positional a then 24. BR6  
23. ....,  
24. BxQ

It is perhaps Black's Queen Spielman-Moeller moves of this ga 16th they were a 16...., QB7: 17. B PQB4: 19. RR3, P 21. BQ1, QxRch: 23. Pxp, RQ1: 24 KB2: 26. RN1, PN KB1: 28. NK5, re to our game.

24. ....,  
25. NQ5  
26. NB6  
27. PQ5!  
Restriction.

at this stage. Of course White could have won here another pawn by Rx P, but did not want to exchange Rooks for obvious reasons.

19. ...., NQ1  
 O. Sarapu in his comments to this game in the "New Zealand Herald" writes: "Court was criticised for this move and QQ1 was recommended. But even this would hardly change the outcome of the game as Black's QR is out of play." This is fair comment. I analysed this position at home prior to the game and found the following which seemed to me best play for both sides. 18...KQ1: 19. BB5ch, KN1: 20. RR6, NK2: 21. BK4, NN3: 22. NQ5, KR2: 23. BK3, RQB1: 24. NB6, PN3: 25. KB2, PB3: 26. QRR1, and Black's prospects are bleak in view of the terrific position of White's pieces and strong centre. But while there is life.... The text move loses the Queen by force.

20. NQ5, QN6  
 No matter where the Queen goes she is lost as the reader can verify by transposing the next three moves.

21. RR3 QN5  
 22. NK7ch KN1  
 23. BB5 ....,  
 Wins back the Queen with material and positional advantage. If QN2 then 24. BR6

23. ...., QxR  
 24. BxQ ....,  
 It is perhaps characteristic that Black's Queen was also lost in the Spielman-Moeller game. We give the moves of this game. Up to White's 16th they were as in our game. 16...QB7: 17. BK2, NK2: 18. NxKBP, PQB4: 19. RR3, PxP: 20. RQ3, KQ2: 21. BQ1, QxRch: 22. NxQ, PxP: 23. PxP, RQ1: 24. BK2, NB4: 25. BB4, KB2: 26. RN1, PN3: 27. PK6 dis ch, KB1: 28. NK5, resigns. Now back to our game.

24. ...., RK1  
 25. NQ5 PQN4  
 26. NB6 RR1  
 27. PQ5! ....,

Restriction.

27. ...., KN2  
 28. .BR6! ....,

Wins another piece  
 28. .... NB3  
 29. PxNch KxP  
 The rest is simple to understand  
 30. RQ1 PQR4  
 31. PKN3 KN3  
 32. BN2 QRQB1  
 33. BK3ch KR3  
 34. NQ5 PQB3  
 35. NK7 RB2  
 36. RQ6 PN5  
 37. NxP PxP  
 38. NR7ch RB3  
 39. RxRch KN2

Court apparently wants to see how it is done!

40. RxPch KN1  
 41. PK6? ....,

White was slightly bewildered and apparently played this meaningless move to give his opponent the satisfaction of a check!

41. ...., RB1ch  
 "My best move in the game" said Roger Court.

42. KN1 PK4  
 43. BR7 mate

After this game Richard Sutton told me that Keres "really" gives the variation up to White's 9th move as good for White and Rodney Phillips told me the following. "We thought that this was a feat of your imagination when you said that it is good for White!!" I was amused by these comments....

Mixed feelings were mine when two rounds later I thought that this game might cost my good colleague Roger the Championship. On the other hand, after all, I thought, Ortvin is the favourite and best player. Court however saw to it that the editor should cover himself with glory being the only one to defeat him in this tournament. Have a look at the next game and see how Court sealed the fate of the "Rook" (the trophy) for the next year.

ROUND ELEVEN - THE CRUCIAL GAME

O. SARAPU - R. COURT

Ruy Lopez - Steinitz Deferred. Notes by Z. Frankel.

- 1. PK4 PK4
- 2. NKB3 NQB3
- 3. BN5 PQR3
- 4. BR4 PQ3
- 5. BxNch .....

A dangerous attacking line with good practical results for White. Court's understanding of the psychology of the opponent is praiseworthy. Sarapu was a half point ahead of him and, willy-nilly, he was not so determined to win as he would for instance be had a draw not been sufficient to win the title. Court understands this and thinks that if White is not sufficiently energetic Black's two Bishops and centre may carry the day, and so selects this type of defence.

- 5. .... PxB
  - 6. PQ4 PB3
- An interesting, not very well known line, is 6...BN5.

- 7. BK3 .....
- Stronger than 7. PB4 which proved recently to give equal chances to Black.

- 7. .... PKN3
- More usual here is NK2

- 8. QQ2 .....
- And here 8. NB3 is stronger. e.g. 8...NR3: 9. PKR4!, NN5: 10. PR5, NxB: 11. PxB, BR3: 12. QK2, BK3: 13. 0-0-0, with good attacking chances as in Novopashin-Sacharov, Ukraine Championship 1961 (Barden in "Ruy Lopez" page 111).

- 8. .... BKN2
- 9. NB3 BQ2
- 10. PKR4 PKR3
- 11. QQ3 QN1
- 12. PQN3 NK2
- 13. PXP BPXP
- 14. NQ2 BK3
- 15. NR4 BB2
- 16. RQ1 QB1
- 17. PKB3 0-0
- 18. 0-0 KR2

- 19. PQB4 PQR4
- 20. NB3 BB3
- 21. BB2 .....

The game seems in white's favour, but Court does not permit deterioration of his position. He holds the centre and selects such moves which do not materially alter the status quo, with which he is apparently satisfied.

- 21. .... KN2
- 22. PKN4 QQ1
- 23. KN2 PB4
- 24. RKR1 NQB3
- 25. NKB1 KR2
- 26. NK3 NQ5
- 27. BN3 .....

A faulty plan, since he does not intend to play PKB4 now because this would improve the scope of Black's Bishop, he should prepare PKR5 as quickly as possible. Excessive caution we think lost White the game.

- 27. .... BN2
- 28. QRKB1 PKR4
- 29. PN5 .....

I do not think that 29. PXP was dangerous for White. Now the position is stabilised and any chances after opening of the game are on Black's side. He made good use of this factor.

- 29. .... BK3
- 30. RB2 RB2
- 31. NB2 QQ2
- 32. QQ2 PB3
- 33. NK1 QN2
- 34. NQ3 QRKB1
- 35. NK1 QR2
- 36. R(1)B1? .....

36. NR4 was obviously better preventing Black's following combination.

- 36. .... PR5!
- 37. NXP BXP!
- 38. RN1 .....

In view of what happens in the game the odd looking 38. PxB might have been the lesser evil. The

Pawn on QB4 would but Black's Bishop inated.

- 38. ....
- 39. NB3
- 40. QK3
- 41. KR2
- 42. PXP
- 43. RQ2
- 44. KN2
- 45. RKB2
- 46. RR1
- 47. RN2

It is now clear the initiative but is adequate.

48. RKB2 Paradoxically en prepared to exchange Knight for White's He proceeded however plan and stake. ev potential force of this does not turn White's position t improves in great a few moves.

- 49. QQ2
- 50. BxN
- 51. NQ3

Of course the RP

- 52. NN4
- 53. RQ1
- 54. NQ3
- 55. NK2
- 56. QB2
- 57. NN4
- 58. NB3
- 59. NK2
- 60. NB3

Black's chances the game with PQ4 to his two Bishops manoeuvres are di this end.

- 61. NR4
- 62. QN3
- 63. NQ3
- 64. NN4
- 65. R(2)Q2

Just in the right

- 66. PXP
- Of course RB5 is
- Court selects the
- 67. PXP

The complications turn out in Black's



Pawn on QB4 would be obviously weak but Black's Bishop would be eliminated.

- |           |         |
|-----------|---------|
| 38. ...., | BK3     |
| 39. NB3   | QQ2     |
| 40. QK3   | RQM1    |
| 41. KR2   | PB5     |
| 42. PXP   | BXP     |
| 43. RQ2   | BQR3    |
| 44. KN2   | R(1)KB1 |
| 45. RKB2  | RQ1     |
| 46. RR1   | QQB2    |
| 47. RN2   | R(1)KB1 |

It is now clear that Black has the initiative but White's defence is adequate.

48. RKB2 NK3  
Paradoxically enough, Black is prepared to exchange his strong Knight for White's weaker Bishop. He proceeded however with his plan and stake everything on the potential force of his Bishop pair. This does not turn out best as White's position temporarily improves in great degree within a few moves.

- |         |        |
|---------|--------|
| 49. QQ2 | NB5ch  |
| 50. BxN | RxB    |
| 51. NQ3 | R(5)B2 |

Of course the RP is poisoned.

- |         |        |
|---------|--------|
| 52. NN4 | BN2    |
| 53. RQ1 | RQ2    |
| 54. NQ3 | QR4    |
| 55. NK2 | QR2    |
| 56. QB2 | R(2)Q1 |
| 57. NN4 | QR1    |
| 58. NB3 | RB5    |
| 59. NK2 | RB2    |
| 60. NB3 | R(2)Q2 |

Black's chances lie in opening the game with PQ4 and giving scope to his two Bishops. Most of his manoeuvres are directed towards this end.

- |            |        |
|------------|--------|
| 61. NR4    | RKB2   |
| 62. QN3    | RB5    |
| 63. NQ3    | R(5)B1 |
| 64. NN4    | QR4    |
| 65. R(2)Q2 | PQ4!   |

Just in the right time.

66. PXP PK5!!  
Of course RB5 is also good but Court selects the strongest line

67. PXP  
The complications after PXP turn out in Black's favour.

67. ...., RB5!!

With a few powerful moves and with some help by White, Court makes sure of his victory.

68. RQ3? ....,  
RQN2! here, as pointed out by Rodney Phillips, gave much better chances.

- |           |     |
|-----------|-----|
| 68. ...., | PXP |
| 69. NXP   | BxN |
| 70. RxB   | RxR |
| 71. PXR   | RxN |

Now White's capitulation is only a matter of time. Sarapu of course realised this but played on a few more moves.

72. PQ6 ....,  
The only hope.

- |                          |       |
|--------------------------|-------|
| 72. ....,                | RxPch |
| 73. KR1                  | RQN7  |
| 74. QKB3                 | QK4   |
| 75. KN1                  | QB4ch |
| 76. KR1                  | QQB7  |
| 77. KN1                  | QB4ch |
| (RN6 wins also quickly.) |       |
| 78. KB1                  | QB5ch |
| 79. KN1                  | BQ5ch |
| 80. KR1                  | QB7   |
| 81. QB7ch                | BN2   |
| 82. Resigns              |       |

The game lasted ten hours.

Round 8. Court - Phillips. (Gambit (Notes by Ortvin Sarapu in the "New Zealand Herald.") (effect)

- |         |      |
|---------|------|
| 1. PQB4 | NKB3 |
| 2. NQB3 | PK3  |
| 3. NB3  | PQ4  |
| 4. PQ4  | PB4  |
| 5. BPXP | KPxP |

The usual move here is NXP and it is perhaps the best that Black can do.

6. BN5 ....,  
This Alekhine idea is better than PKN3 here; it gives White more active play than the Rubinstein variation.

- |          |       |
|----------|-------|
| 6. ...., | BK3   |
| 7. BxN   | QxB   |
| 8. PK4   | PxQP  |
| 9. BN5ch | NxB3  |
| 10. PXP? | ...., |

This unfortunate mistake gives away White's advantage. After

10. NxP (5), BxN (if QQ1; 11. QxP!  
wins a Pawn); 11. PxB, BN5ch;  
12. KB1, PQR3; 13. BR4, PQN4;  
14. PxN, PxB; 15. QxRP; White  
stands better with an extra pawn  
as well.

10. ...., O-O-O!  
At first sight this seems suicidal -  
castling into open lines - but the  
gain in development prevents direct  
exploitation of King's position.

11. NK4? .....  
If BxN, PxN!; 12. BxPch, KxB;  
13. QN3ch, KR1; 14. PxB, PxNP!;  
15. RQN1, QxPch equalises.  
11. ...., BN5ch!  
12. N3Q2 QN3  
13. PxB QxNch  
14. KB1 BxN  
15. QxB QxKP

Now all the smoke has cleared, Black  
is a sound pawn up and has also a  
big advantage in development. White's  
11. NK4 made it possible for Black to  
get on top. 16. PKR4 NK4  
Inaccuracy by Black; KRK1 was better,  
or RQ3, completing development.

17. RR3 KN1  
18. RK1 PQR3?  
Weakens King's position; better  
QB4 or QQ3

19. BK2 QB4?  
Overlooking White's next move. After  
QQ4 White still has chances for an  
attack, but the sacrifice is then  
unsound. BxP, PxB; 21. RN3ch,  
KR1! 22. QN4, NQ2 etc.

20. BxP! RQ3  
If PxB; 21. RN3ch, KR2; 22. QR5!  
wins.

21. BxP! .....  
Court is continuing brilliantly. Black's  
King is helpless and so is his Knight.

21. ...! KxB  
22. QR5! QxR  
Desperado!

23. PxQ NB3  
24. QB5 R1Q1  
25. PQN4 RQ4  
26. QB4 PQ6  
27. RB1 NK4  
28. QB7ch KR3  
29. PN5ch and Black resigned in  
three more moves.

White: O. SARAPU

1. PQ4, PQ4: 2.  
is 4...NKB3 or  
text is to perm  
both the QP and  
could now solve  
White should ge  
better, therefo  
idea would still  
10. QxB, QN2:  
Durasevic, Belg  
After the text,  
becomes cramped  
find a reasonab  
/Petrosyan-Stol  
or 8...0-0: 9.  
1954/7 with simi  
QB, but opens th  
(Protecting the  
...NK3, ...NN  
be effectively p  
(Consistent, bu  
squares, can be  
weaken g6) 12.  
and foreshadowi  
there) 13...B  
15. KN1, 0-0-0:  
this move leave  
pieces poorly p  
chance, perhaps  
being, and try  
game almost pla  
16...BK2, then  
KBP adequately,  
19. NxKBP) 17.  
to get rid of t  
the exchange. I  
idea was to try  
the K-file.) 2  
the Bishop stra  
PK4 or PKN4) 21  
threatening 23.  
disrupting the  
given in the la  
but Sarapu sees  
demolish the K-  
given in one co  
25. RxP) 25. R  
White now threa  
QK2: (And now  
the KBP, will b  
29...QB2 is an  
goes west, when  
the exposed Bla

## CHess WORLD

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Q. G. D. EXCHANGE VARIATION

(Notes by R. Chapman).

White: O. SARAPU. Black: R. J. SUTTON.

1. PQ4, PQ4: 2. PQB4, PK3: 3. PXP, PXP: 4. NQB3, PQB3: (More usual is 4...NKB3 or 4...BK2 à la Petrosyan). The usual aim of the text is to permit...BKB4 without allowing QN3, in reply, to attack both the QP and the QNP) 5. NB3, NB3: 6. QB2, (Imprecise, as Black could now solve the problem of his QB with 6...PKN3! and 7...BKB4. White should generally refrain from QB2 until Black plays...QNQ2; better, therefore, was 6. BB4) 6...BK2: 7. BB4, QN2: (The same idea would still work e.g. 7...PKN3; 8. PK3, BKB4: 9. BQ3, BxB: 10. QxB, QN2: 11. PKR3, 0-0: 12. 0-0, PQR4: 13. QRB1 Petrosyan-Durasevic, Belgrade, 1954 with little or no advantage to White. After the text, White takes over the initiative, and Black's game becomes cramped and passive) 8. PK3, NR4: (Already it is hard to find a reasonable move: e.g. 8...NB1: 9. BQ3, NK3: 10. BK5, Petrosyan-Stoltz, Saltsjobaden, 1952 with excellent K-side prospects, or 8...0-0: 9. BQ3, RK1: 10. PKN4! Barden-Sergeant, Nottingham, 1954 with similar attacking chances. Sutton's move removes White's QB, but opens the KR file dangerously) 9. EN3, NxB: 10. RPXN, NB1: (Protecting the KRP, and, presumably, eventually intending...PKN3, ...NK3, ...NN2, and ...BKB4, but this is very slow and can now be effectively prevented; more active was 10...NB3) 11. BQ3, PKN3: (Consistent, but the resulting weakness of the KRP, and of the Black squares, can be, and is, exploited. Yet 11...PKR3 would appreciably weaken g6) 12. NK5, BK3: 13. PB4, (Strengthening his Black squares, and foreshadowing a general advance on the K-wing should Black castle there) 13...BQ3: 14. 0-0-0, QR4: (The best square for the Queen) 15. KN1, 0-0-0: (Allowing the exchange of his best placed piece, this move leaves Black with a lifeless game; however, with his pieces poorly placed anyway, and 0-0 suicidal, a slightly better chance, perhaps, was to leave the King in the centre for the time being, and try a pawn-storm on the K-side. From now on, White's game almost plays itself) 16. NN5, BB2: (For if 16...BN1 or 16...BK2, then 17. PB5! exploits Black's inability to protect the KBP adequately, e.g. 16...BK2: 17. PB5!, PXP: 18. BXP threatening 19. NxB, QxN: 18. RQB1, PB3: 19. NB3, BN5: (He intends to get rid of this ineffectual piece, since White cannot well avoid the exchange. But this leaves White with all the play, so a better idea was to try to put pressure on White's KP by doubling Rooks on the K-file.) 20. RR4, BxN: (Of course, if 20...PB4? 21. NK5 leaves the Bishop stranded) 21. PxB, (Reinforcing e4, and facilitating PK4 or PKN4) 21...PB4: 22. QB2, (Protecting the QP, and thus threatening 23. PK4, BPXP: 24. PXP, PXP: 25. BXP followed by PQ5 disrupting the Black King's position.) 22...NQ2? (The sequence given in the last note would now end with 25...NB3 and 26...NQ4, but Sarapu sees that, since the Black Queen is cut off, he can demolish the K-side) 23. PN4, PXP: 24. PXP, QRK1: (24...KRK1, given in one copy of the score would naturally be answered by 25. RXP) 25. R(1)R1, NB1: (Proving his 22nd a waste of time since White now threatened 26. RXP and 26. BXP) 26. PB5, PKN4: 27. RR6, QK2: (And now the pressure on the KRP, together with the march of the KBP, will be decisive) 28. R(1)R3, NQ2: 29. PB6, Resigns. (Since 29...QB2 is answered with 30. BN6, and after other moves the KRP goes west, when the advance of the KBP is augmented by attack on the exposed Black King.)

**R. Fischer wins the U.S.A. Championship  
in magnificent style**

Bobby Fischer win the 1963-64 U.S.A. Championship scoring 100 per cent, i.e. 11 wins out of 11 possible. Larry Evans was second with 7½ points. A 3½ points margin by the winner is a very rare occurrence in an event of such moderate size and such high standard.

In the first round he encountered Mednis, a young chemical engineer who defeated him in the first round last year. In the second round Bobby beat the runner-up, Evans.

In the third round Robert Byrne was the victim of a beautiful twenty-one mover. In the fourth round Bobby beat Bisguier, his chief opponent in last year's tournament.

Reshevsky managed only to tie for fourth place. We will publish details of the vent in due course. Following are Fischer's first four wins.

Mednis, White: Fisher, Black. GIUOCO PIANO.

1. PK4, PK4: 2. NKB3, NQB3: 3. BB4, BB4: 4. PB3, NB3: 5. PQ4, PxP: 6. PxP, NB5ch: 7. BQ2, BxBch: 8. QNxB, NxP: 9. QK2, PQ4: 10. NxN, 0-0: 11. 0-0-0, BN5: 12. PKR3, BxN: 13. PxP, PxP: 14. QxP, QR5: 15. KN, QB5: 16. PQ5, NK4: 17. QxP, QRB: 18. QQ6, QRQ: 19. QB7, RB: 20. QQ6, KRQ: 21. QK7, NxP: 22. PQ6, NK4: 23. KRK, RQ2: 24. QN5, QxQ: 25. NxQ, PB3: 26. NK4, NN3: 27. RQB, RxBch: 28. RxR, PQN3: 29. RB7, NB: 30. KB2, KB2: 31. KB3, KK3: 32. RB8, NN3: 33. KQ4, PKR3: 34. RK8ch, KB2: 35. RQB8, NB5: 36. PKR4, PN3: 37. RKR8, PB4: 38. RR7ch, KK3: 39. RxR, KxR: 40. NB3, KxP: 41. NN5ch, KQ2: 42. NxP, NN7: 43. KK5, NxP: 44. KB4, PN4ch: 45. KN3, NN3: 46. PR4, PB5ch: 47. KN2, PN5: 48. NN5, NK4: 49. NB3, KK3: 50. PN4, NB3: 51. PB3, PR4: 52. PN5, NK4: 53. PxP, PxP: 54. KB2, NQ6ch: 55. KN2, NB4: 56. KB, KB4: 57. KN2, KK4: 58. KB2, NQ6ch: 59. KK2, PN6: 60. KB3, NK8ch: 61. KK2, PN7: 62. KB2, PB6: 63. Resigns.

Fischer, White: Evans, Black. KING'S GAMBIT.

1. PK4, PK4: 2. PKB4, PxP: 3. BB4, QR5ch: 4. KB, PQ3: 5. NQB3, BK3: 6. QK2, PQB3: 7. NB3, QK2: 8. PQ4, BxB: 9. QxB, PKN4: 10. PK5, PQ4: 11. QQ3, NQR3: 12. NK2, NN5: 13. QQ, 0-0-0: 14. PB3, NR3: 15. PKR4, PN5: 16. NR2, PR4: 17. NxBP, QxRP: 18. KN, NR3: 19. NB, QK2: 20. NxRP, RN: 21. N1N3, RN3: 22. NB4, RN4: 23. BK3, NB2: 24. QQ2, RN: 25. N4K2, PB3: 26. PxP, QxP: 27. BxN, BQ3: 28. RB, QK3: 29. BB4, QRK: 20. RR6, BxB: 31. QxB, QK2: 32. RB6, NK3: 33. QK5, NN4: 34. QxQ, RxQ: 35. RB8ch, RxR: 36. RxBch, Resigns.

Byrne, White: Fischer, Black: QUEEN'S PAWN.

1. PQ4, NKB3: 2. PQB4, PKN3: 3. PKN3, PB3: 4. BN2, PQ4: 5. PxP, PxP: 6. NQB3, BN2: 7. PK3, 0-0: 8. KxK2, NQB3: 9. 0-0, PN3: 10. PN3, BQR3: 11. BQR3, RK: 12. QQ2, PK4: 13. PxP, NxP: 14. KRQ, NQ6: 15. QB2, NxBP: 16. KxN, NN5ch: 17. KN, NxBP: 18. QQ2, NxB: 19. KxN, PQ5: 20. NxP, BN2ch: 21. KB, QQ2: 22. Resigns.

Fischer, White: Bisguier, Black: RUY LOPEZ.

1. PK4, PK4: 2. NKB3, NQB3: 3. BN5, PQR3: 4. BR4, NB3: 5. 0-0, BK2: 6. RK, PQN4: 7. BN3, 0-0: 8. PB3, PQ3: 9. PKR3, NQR4: 10. BB2, PB4: 11. PQ4, QB2: 12. QNQ2, NB3: 13. PxBP, PxP: 14. NB, RQ: 15. QK2, NKR4: 16. PKN3, PN3: 17. PKR4, BK3: 18. NK3, PB3: 19. NQ5, QN2:

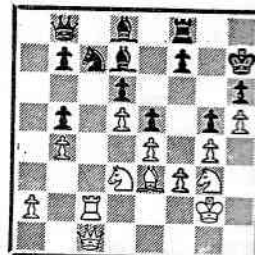
20. NxBch, QxN:  
NK3: 25. PR5, K  
29. BxN, PxP: 30  
RK: 34. RxP, Qx

FOUR

Notes by

Tan, Singapore:

1. PQ4, NKB3: 2.  
6. BKN5, PKR3: 7.  
Pawn by 9. PxP,  
his chance.) 9..  
13. NB2, PR3: 14  
NR1: 18. RQB1, R  
exploit his Quee  
however, should  
NN4: (Black exc  
doubled pawn bec  
up his King's Bi  
22. 0-0, NB2: 23  
QQ1: 27. NQ3, QN



KN1: 44. QK8ch,  
escapes the mati  
to perceive this  
the second rank.  
(Black forgot hi  
cannot prevent..  
the Black square  
a safe game) 34  
wins a couple of  
left that he had  
BK6: (This is d  
Queen in for a m  
Black resigned.  
is very experien  
at Budva, Alvere  
way down the tab

Moe, Denmark: Tan

1. PK4, PQB4: 2.  
6. BKN5, PK3: 7.  
the Najdorf Vari

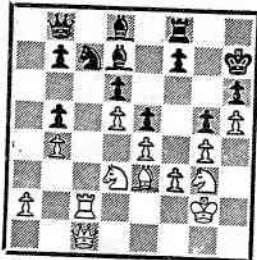
20. NxBch, QxN: 21. NR2, NN2: 22. NN4, PB5: 23. QB3, BxN: 24. QxB, NK3: 25. PR5, KR: 26. KN2, PN4: 27. BK3, NB5ch: 28. KR2, NQ6: 29. BxN, PxB: 30. KRQ, RQ2: 31. RQ2, NR4: 32. PN3, QQ3: 33. R1Q, RK: 34. RxP, QxR: 35. QxR, Resigns.

FOUR GAMES FROM THE WORLD JUNIOR CHAMPIONSHIP

Notes by Lim Kok Ann in the "Singapore Chess Bulletin."

Tan, Singapore: Alvarez, Cuba. King's Indian.

1. Pq4, NKB3: 2. PQB4, PKN3: 3. NQB3, BN2: 4. PK4, PQ3: 5. BK2, 0-0: 6. BKN5, PKR3: 7. BK3, PK4: 8. PQ5, PB3: 9. QQ2, (White can win a Pawn by 9...PxP, NXP: 10. QQ2, but transposes his moves and misses his chance.) 9...PxP: 10. PxP, KR2: 11. PB3, QN2: 12. NR3, NN3: 13. NB2, PR3: 14. PKN4, NK1: 15. BQ3, BQ2: 16. PKR4, RB1: 17. PN3, NR1: 18. RQB1, KNB2: 19. PR5, (White closes the King side to try to exploit his Queenside advantage and Black's cramped position. Black, however, should be able to stand his ground.) 19...PKN4: 20. RB2, NN4: (Black exchanges a Knight to get some breathing space, but the doubled pawn becomes a minor weakness. White does not mind giving up his King's Bishop since it has not much scope) 21. BxN, PxB: 22. 0-0, NB2: 23. NK2, QB3: 24. KN2, NR3: 25. KRB1, RxR: 26. RxR, QQ1: 27. NQ3, QN1: 28. QB1, BKB3: 29. PN4, BQ1: 30. NN3, NB2: (The Black Knight is moving around a lot. Black hopes to exchange his King's Bishop at QN3 but does not do so eventually. White can now sacrifice his QB at KR7 with advantage. e.g. 31. BR7!!, QxB: 32. RxN, BxR: 33. QxB, RB1: 34. QxB, RB1: 35. KR3, QN8: 36. QxPch, KR1: 37. QQ8ch, KR2: 38. QN6ch, KR1: 39. QxPch, KN1: 40. QxNPch. This is the point: the Black King cannot escape from the corner for if now 40...KB1 then 42. QQ8ch, and if 41...KB2, then 42. QN6ch, KB1 - forced - 43. QxQPch etc. After 40...KR1: 42. QQ8ch, KR2: 43. QK7ch, KN1: 44. QK8ch, KR2: 45. QB7ch, KR1: 46. QB8ch, KR2: 47. PN5, White escapes the mating net and threatens mate in one move. White fails to perceive this resource under time pressure and moves his King off the second rank.) 31. KR3, NR1: 32. QKN1, BB2: 33. QQB1, RB1?: (Black forgot his original intention and prepares a blunder. White cannot prevent...BN3 indefinitely since Black always has QQ1. After the Black square Bishops are exchanged, Black then has NN3 - B5 with a safe game) 34. QKN1, BQ1?: 35. BR7, BN3: 36. RxR!, (36. BxQ wins a couple of pawns but White was so short of time with one minute left that he had to try for an early finish!) 36...QxB: 37. QQB1, BK6: (This is desperation since 37...BxR: 38. QxB allows the White Queen in for a mating attack) 38. RxN!, QQ5: 39. QB7, QxN: 40. QQ8, Black resigned. (A good result for Lian Ann as the Cuban player is very experienced. In the recent Students' Team Championships at Budva, Alvarez played Board 5 and the team finished about half-way down the table.)



Moe, Denmark: Tan, Singapore. Sicilian.

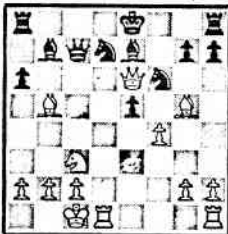
1. PK4, PQB4: 2. NKB3, PQ3: 3. Pq4, PxP: 4. NXP, NKB3: 5. NQB3, PQR3: 6. BKN5, PK3: 7. PB4, BQ2: (Lian Ann adopts a complicated line in the Najdorf Variant of the Sicilian. If White does not attack



properly, Black gets a good game. The competitors are, however, well versed in the opening and Moe, for one, does not allow Lian Ann to get away with anything. Alvarez told me later that in Havana the National champion defended himself against one of the back rankers with the same line and lost badly!) 8. QB3, NB3: 9. O-O-O, NxN: 10. RxN, BB3: 11. BB4, PQN4: 12. BN3, QN3: 13. BxN!, PxB: 14. KRQ1, QB4: (Black is in some opening difficulty as his King cannot find security on either wing. At the moment he is trying to keep a hold on the centre and prevent White from playing QR5, but White attacks vigorously.) 15. PB5!, PK4: 16. R(4)Q3, RB1: 17. QR5, RB2: 18. QR4, BK2: 19. RXP! (This is probably the best continuation, the alternative 19. RN3 first does not get anywhere. In all the three Sicilians which Lian Ann adopts his opponents sacrificed four times! This first one gives a Rook for Bishop and two pawns and the attack, a good bargain.) 19...BxR: 20. QxBP, RKB1: 21. RxB, (The game so far has followed "theory" up to this point. Euwe says that Black should have sufficient defensive resources. Lian Ann has used up a lot of time to reach this stage.) 21...RQ2: 22. RxB, (A small trap. 22. RxB loses at once to 22...QN8ch) 22...KxR: 23. PxQR3, (BxP is better). 23...QN8ch: 24. NQ1, QB4: 25. QR4, KB1: 26. QK1, QQ5: 27. NB2, PB3: 28. PN4, PQR4? (Black was slowly getting a good game but now blunders thinking he could recover his Rook Pawn by RR1) 29. PB3, QQ3: 30. PXP, BQ1: 31. PR6, RR1: 32. QK3, KN2: 33. BQ5ch, BB3: 34. BK6, BQ2: 35. NQ3!, BxB: 36. NB5ch, KB3: 37. NxB, RR2: 38. KN1, PR4: 39. KR2, PN5: 40. BPXP, PXP: 41. PQR4, RON2: 42. QB1 ch, KN3: 43. QB4, KR2: 44. QN3, RKR2: 45. QK3ch, KR1: (With a sigh of relief at making the Time limit! White now sealed the next move but Lian Ann finds the correct defence and draws.) 46. QB1, (inferior, 46. QB5 is better but should only draw) 46...QQ2! 47. PN3, QQ6! (Black abandons his King to White's Queen and Knight which are just unable to mate. Black threatens QxKP so White must keep checking) 48. QB8ch, KR2: 49. QB5ch, KR1: 50. QB6ch, KR2: DRAW.

Georghiu, Rumania: Tan, Singapore. SICILIAN.

1. PK4, PQB4: 2. NKB3, PQ3: 3. PQ4, PXP: 4. NxP, NKB3: 5. NQB3, PQR3: 6. BKN5, PK3: 7. PB4, QN2: 8. QB3, QB2: 9. O-O-O, PQN4!?: (9...BK2 is safer as the text exposes Black to a sharp attack. The question is whether Black can hold his game in that case.) 10. PK5, BR2: 11. QR3!, PXP: 12. NXP!?, PxN: 13. QxPch, BK2: 14. BXP?! (The result of the game suggests that this sacrifice



After 14. BxP.

his Queen off the rank first.) 19. PB4, NK6!

does not give enough. The alternative appears to be BK2 leaving Black to try to salvage his game. Better still, 14. BxN, PxB (forced): 15. BK2, threatening 16. BR5ch, KQ1: 17. RxNch, etc) 14...PxB: 15. NxP, QB3: 16. NQ6ch, KQ1: 17. PXP, NQ4: Petronic pointed out that 17...KB2 was stronger and might even win 18. BxB, KB2!! (The saving move. By not recapturing Black brings his King to relative security as he now has B1, N1 and even N3 as flight squares. The curious thing is that White's strong Knight is under some restraint as he can only move with check; otherwise he must move



After 19. . . N-K6 in enemy territory forced, otherwise NB7ch: 24. KR2, in a position to 25. PxN, QB7ch: Black pieces are out of work. Black of the game with to now Lian Ann his games with have to meet the

A smart win

Moe, Denmark: 2

1. PK4, PKN3: 2. 6. NKB3, O-O: 7. (White embarks on to safeguard his QR2!: 12. PB3, 16. RB3, NB7: 17. RQ1: 21. KN1, BR 25. N(R4)N6, BN8

NEW

Trophy Tournaments

CHAMPIONSHIP

Z. FRANKEL beat Eriksen, drew Sm A.N. HIGNETT drew beat Frankel, Sm beat Browne. A.

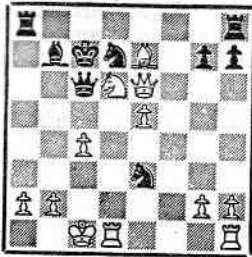
RESERVE CHAMPION

A.C. GAGEN beat C.C. SAUNDERS be

T.T. 1C

J.O. BISHOP beat beat Baker, drew Thomson, ter Hor





(Another good move, though not difficult to find as other moves besides NKB5 are patently losing moves. White is beginning to run out of good moves. His sacrifice of his King's Bishop on the 14th move has not resulted in the development of his King's Rook.) 20. RQ3, RXP: (Offering the Knight for a mating attack: viz. 21. RxBN, QxNP: etc. On the other hand taking the QNP first is not good.) 21. KN1 (best,) RR8ch!!! (This sacrifice allows the Black Queen to penetrate White's camp while his cohorts are stranded in the field. The city walls are demolished while its armies stand helpless in enemy territory. White must sue for peace. His next moves are forced, otherwise Black will mate him.) 22. KxR, QR5ch: 23. RR3, NB7ch: 24. KR2, NXR: (Wonder of wonders, the Black Knight is just in a position to frustrate a check by the White Knight at QN4) 25. PxBN, QB7ch: 26. KR1, QB6ch: 27. KR2, Drawn. (To draw with the Black pieces against an international master is a wonderful piece of work. Black just had five minutes left on his clock at the end of the game with 18 moves to go before the forty fifth move. Up to now Lian Ann has won four games and drawn three. He has drawn his games with both the Rumanian and Russian contenders, but will have to meet the latter next time with Black pieces.)

After 19. . . N-K6

A smart win by the Russian "expert."

Moe, Denmark: Zaharov, USSR. PIRC.

1. PK4, PKN3: 2. PQ4, PQ3: 3. NQB3, NKB3: 4. PB4, BN2: 5. BK2, PB4: 6. NKB3, O-O: 7. PXP, QR4: 8. O-O, QxBP: 9. KR1, NB3: 10. NQ2, (White embarks upon a faulty plan which ties up his Knights. How to safeguard his diagonal KN1-QR7 is a problem) 10...PQR4: 11. NR4, QR2!: 12. PB3, RN1: 13. BN5, NKN5: 14. QK2, QK6: 15. QxQ, NxQ: 16. RB3, NB7: 17. BxN, PxB: 18. RN1, PKB4: 19. PK5, PXP: 20. PXP, RQ1: 21. KN1, BK4: 22. NB4, RQ8+: 23. KB2, BxRP: 24. PKN3, BR3: 25. N(R4)N6, BN8+: 26. KK2, R(8)Q1: 27. BB4, BxN(N6): White resigned.

#### NEW ZEALAND CORRESPONDENCE CHESS ASSOCIATION

Trophy Tourneys - 3rd Progress Report to 9/1/64

*Revised by*  
Mr D.G. BRUNT.  
DIRECTOR OF TOURNEYS

##### CHAMPIONSHIP

Z. FRANKEL beat Smith, Walker, Hignett, Kiley. R.A. COURT beat Eriksen, drew Smith, Cooper, Howard. J.E. ERIKSEN beat Hignett. A.N. HIGNETT drew Cooper. D.J. COOPER beat Frankel. R.J. BROWNE beat Frankel, Smith. A.J. McDERMOTT beat Kiley, Frankel. D.R. WALKER beat Browne. A.N. HIGNETT beat Kiley.

##### RESERVE CHAMPIONSHIP

A.C. GAGEN beat Park. E.W. HUTCHINGS beat Porter, Donald, drew Dick. C.C. SAUNLERS beat Dick. J.T. PORTER beat Donald, Creamer.

##### T.T. 1C

J.O. BISHOP beat Kitchingman, Rogers, drew van Enckevort. O.N. THOMSON beat Baker, drew Kuit. W.J. TABB beat Baker. A. VAN ENCKEVORT drew Thomson, ter Horst. R.W. KITCHINGMAN beat Kuit.

T.T. 2

D.I. FLUDE beat Salter, Taylor. L.G. SALTER beat Taylor. L.S. AMIES beat Taylor. E.V. STACK beat Salter. Victor GOODIER beat Salter.

T.T. 3

R.L. MILLS beat Brunt. K.N. RUDD beat Loudon. D.G. BRUNT beat Loudon.

T.T. 4A

L.S. TAYLOR beat Hensman, Meredith, Barrington, Blazek. H.O. HENSMAN beat Ball, Beach. E.O. BLAZEK beat Beach drew Campbell. A.C. BARRINGTON beat Blazek.

T.T. 4B

V. SORENSEN beat Henderson, Lindley, Napier. G.M. TURNER beat Lindley.

T.T. 5A

P.W. ELLIS beat Basham. Dr. W.A. JOHNSTON beat Ellis.

T.T. 5B

T.P. DWYER beat Dockerty. D.H. PRICE beat Wieck, Robins; J.F. MULLER beat Dockerty, Robins. R.S. Robins beat Dockerty.

Trophy Tourneys - 4th Progress Report to 11/2/64 ( *REPORT by Mr D.G. BRUNT, D.O.P of T. Tourneys* )

CHAMPIONSHIP

D.J. COOPER beat McDermott, Walker. A.J. McDERMOTT beat Hignett, Court. B.E. HOWARD beat Frankel.

RESERVE CHAMPIONSHIP

C.C. SAUNDERS beat Porter, Donald. E. FUGLISTALLER beat Donald, drew Park.

T.T. 1C

R.W. KITCHINGMAN beat Rogers, drew Tabb, drew Baker. J.O. BISHOP beat Tabb.

T.T. 2

Victor GOODIER beat Wilkins, Perrott, Amies, Taylor. L.S. AMIES beat Perrott, P.W. BOAG beat Stack.

T.T. 3

R.L. MILLS beat Jackson. A.L. LOUDON beat Jackson. M.E. BROWNE drew Mills.

T.T. 4A

M.D. CAMPBELL beat Barrington. A.C. BARRINGTON beat Beach. H.O. HENSMAN drew Metge. L.S. TAYLOR beat Campbell.

T.T. 4B

G.W. NAPIER beat Henderson. R. LINDLEY beat Napier. V. SORENSEN beat Turner.

T.T. 5A

B. E. PRYOR beat Johnston, Basham. P.W. ELLIS beat Pryor. P.E. BENNETT beat Pryor, Ellis. Dr. W.A. JOHNSTON beat Basham.

T.T. 5B

T.P. DWYER Beat Muller. H. WIECK beat Smith.

The Secretary,  
N.Z. Chess League

Dear Sir,

Set out here  
Raffle organised by  
the N.Z.C.A.

The figures  
as accurate as possible  
information be

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(3) Lo

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to go to

Note: T.E.A.

AUCKLAND CHESS

Auckland C.C.  
Dominion Rd.  
University C.C.  
Remuera C.C.  
Papatoetoe C.C.  
Manurewa C.C.  
Tamaki C.C.  
North Shore

\* Denotes To

NEW ZEALAND CHESS ASSOCIATION RAFFLE

Canterbury Chess Club (Inc)

Christchurch

6 December 1963

The Secretary,  
N.Z. Chess Leagues and Clubs:

Dear Sir,

Set out hereunder is a statement of Accounts relating to the Raffle organised by the Canterbury Chess Club for and on behalf of the N.Z.C.A. (as requested at the last Annual Meeting of the N.Z.C.A.) The figures as yet are not quite completed, but this summary is as accurate as possible at this stage, so that members can have the information before the Annual Meeting.

The funds were required for:-

- (1) Ortvin Sarapu's visit to Indonesia.
- (2) Proposed tour by Kotov.
- (3) Long range proposals for N.Z. Team overseas in 1968.

As is well known, the visit by Kotov did not eventuate but hopes are still held that a visit by him or another player will be possible in the near future.

Results of the raffle are shown, but I think it fair to say that some strong support from Auckland would have made a tremendous difference to the final profit.

The attitude of Palmerston North Scandia C.C., who would have nothing to do with the raffle at all, is hard to understand. However, full marks to the Takapau and the Ashburton C.C. for selling their allocation 100%.

Expenses amounted to	£38. 1. 8
The 25% direct rebate to Clubs	
amounted to	£171. 9. 10
And the approximate final balance	
to go to the N.Z.C.A. will be	£268. 3. 10

Note: T.E.A.L. have allocated us £20 for advertising on tickets.

Yours faithfully,

A.S. HOLLANDER

President, Canterbury Chess Club

AUCKLAND CHESS LEAGUE

- Auckland C.C.
- Dominion Rd. C.C.
- University C.C.
- Remuera C.C.
- Papatoetoe C.C.
- Manurewa C.C.
- Tamaki C.C.
- North Shore C.C.

\* Denotes To Be Finalised.

GROSS	25% REBATE	NETT
58. 7. 4*	14. 6. 10	44. 0.

CONTINUED NEXT PAGE

	GROSS	25% REBATE	NET
<u>WAIKATO CHESS LEAGUE</u>			
Hamilton C.C.	20.12. 0	5. 3. 0	15. 9. 0
Merrinsville C.C.	11. 0. 0	2.15. 0	8. 5. 0
Cambridge C.C.	4. 0. 0	1. 0. 0	3. 0. 0
Te Awamutu C.C.	11. 0. 0	2.15. 0	8.15. 0
	<u>46.12. 0</u>	<u>11.13. 0</u>	<u>35. 9. 0</u>
<u>HAWKES BAY E.C. CH. LEAGUE</u>			
Gisborne C.C.	13. 0. 0	3. 5. 0	9.15. 0
Napier C.C.	7. 8. 0	1.17. 0	5.11. 0
Hastings C.C.	15. 2. 0	3.15. 6	11.12. 0*
Takapau C.C.	20. 0. 0	5. 0. 0	15. 0. 0
Dannevirke C.C.	4. 0. 0	1. 0. 0*	3. 0. 0
	<u>59.10. 0</u>	<u>14.17. 6</u>	<u>44.18. 0</u>
<u>TARANAKI CHESS LEAGUE</u>			
New Plymouth C.C.	18.14. 0)		
Hawera C.C.	16. 0. 0)		
Inglewood C.C.	5. 4. 0)		
Stratford C.C.	8. 0. 0)		
	<u>47.18. 0</u>	<u>11.19. 6</u>	<u>35.18. 6</u>
ROTORUA C.C.	13.16. 0	3. 9. 0	10. 7. 0
WANGANUI C.C.	12. 6. 0	3. 1. 6	9. 4. 6
PALMERSTON NORTH SCANDIA C.C.	SEE	NOTES	
<u>WELLINGTON CHESS LEAGUE</u>			
Wellington C.C.	59. 4. 0	14.16. 0	44. 8. 0
Civic C.C.	40. 0. 0	10. 0. 0	30. 0. 0
Victoria University C.C.			
Hutt Valley C.C.	21.16. 0	5. 9. 0	16. 7. 0
Statistics C.C.			
W.C.C. Transport C.C.			
Taubmans C.C.			
Upper Hutt C.C.			
Working-Men's C.C.			
	<u>121. 0. 0</u>	<u>30. 5. 0</u>	<u>90.15. 0</u>
NELSON C.C.	18.10. 0	4.12. 6	13.18. 0
CANTERBURY C.C.	178. 2. 0	44.10. 6	133.11. 6
ASHBURTON C.C.	20. 0. 0	5. 0. 0	15. 0. 0
OTAGO C.C.	82.12. 0	20.13. 0	61.19. 0
CROMWELL C.C.	NO	REPLY	
INVERCARGILL C.C.	28. 6. 0	7. 1. 6	21. 4. 6
Plus £20 from T.E.A.L.	686.19. 4	171. 9.10	516. 5. 6
	20. 0. 0		20. 0. 0
E. & O.E.	<u>706.19. 4</u>	<u>171. 9.10</u>	<u>536. 5. 6</u>

The nett profit is made up as follows after allowing £171.9.10 as direct rebate to Clubs:-

Expenses	38. 1. 8*	Gross Profit	536. 5. 6
Prizes	230. 0. 0		268. 1. 8
Nett Profit to N.Z.C.A.	268. 3.10*		
	<u>536. 5. 6</u>		<u>536. 5. 6</u>